PEGASUS-CANADA

WARGAME SUMMARY:

Pegasus-Canada is an unclassified computer-assisted, theater-level wargame developed by the Air Force Wargaming Institute and used by the Canadian Forces College (CFC). The simulation models the first days of war between two alliances. The CFC divides participants into Blue and Red teams that assume the role of the combined command staffs (CCS) of the two opposing alliances.

OBJECTIVES/PURPOSE:

To aid players' understanding and appreciation for:

a. The decision-making environment of the Joint Forces Air Component Commander (JFACC).

b. The impact of JFACC decisions on a theater commander's campaign plan.

c. The synergistic effect of well-integrated air, land and sea component commander plans.

d. The Integrated Tasking Order (ITO) planning cycle.

GENERAL INFORMATION:

a. Wargame Sponsor: Canadian Forces College, Toronto, Canada, DSN: 827-6814.

b. Wargame Director: Lt Col Greg Gomez, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6219.

c. Alternate Game Director: Lt Col Tim Gunnoe, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6532.

d. Participants: CFC students.

e. Frequency and Duration: PEGASUS-Canada is conducted annually each spring. The wargame requires 10 days for preparation and execution.

f. Wargame Location: CFC, Toronto, Ontario, Canada.

g. Supporting Models and Simulation Tools: Pegasus-Canada employs the tactical interface unit of the ACES model, a generic computer adjudication tool. The

model permits two-sided wargaming for multiple, simultaneous and independent wargames. The AFWI controllers use the ACES computer model to simulate combat and provide feedback to participants via on-screen and printed reports. Participants analyze ACES output to continue or alter their campaign plans.

WARGAME EXECUTION:

Approximately 50 participants are divided into two Blue and two Red syndicates pitted against each other in simultaneous and independent games. The game covers one day of prewar maneuvering followed by four days of computer-adjudicated warfare. Throughout the week, Canadian media representatives conduct live "television" interviews with key participants as an enhancement to the exercise.

The game begins with the development of theater campaign plans by opposing syndicates. Assuming roles as commanders and their staffs, participants develop strategy, evaluate enemy intent and capability, posture forces and determine logistical requirements to sustain combat operations. Computer-generated map displays and hard-copy status reports provide intelligence support.

Once the campaign plan is complete, participants move to the execution phase of the wargame, making air, land and sea order inputs on personal computers using the ACES model's tactical-level Graphical User Interface (GUI) software. Participants assign aircraft packages to accomplish offensive, defensive, interdiction, reconnaissance and airspace control and support missions. They accomplish land moves by entering land unit orders for maneuver, reinforcement and fire. Students are also given the opportunity to request certain space-based assets.

After player moves are finalized at the end of the day, their inputs are adjudicated using the ACES model. Map displays and hard-copy status reports are updated to provide battle damage assessment and current intelligence. Armed with the previous move's results, syndicates continue the game cycle by returning to the planning phase where they either continue or modify their campaign plan and enter a new set of inputs, as they deem appropriate. After the last day of battle, syndicates debrief their campaign plans and provide insights into their successes and failures.

WARGAME DATES:

30 Mar - 17 Apr 2003.